

JAPANESE

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CLAIMS DETAILED DESCRIPTION TECHNICAL FIELD PRIOR ART EFFECT OF THE INVENTION TECHNICAL PROBLEM DESCRIPTION OF DRAWINGS DRAWINGS

[Translation done.]

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

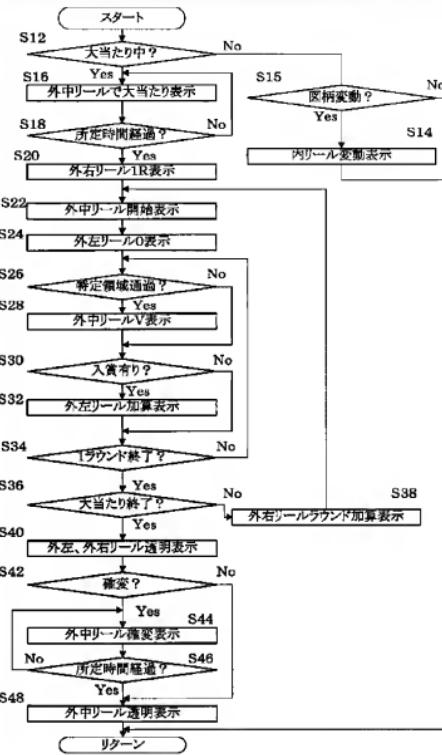
[0001]

[Field of the Invention] About game machines, such as a pachinko machine and a throttle machine, especially, the pattern of a pattern display is changed based on a predetermined opportunity of operation, and this invention relates to the game machine which provides a profitable game special in the case of the pattern in which a stopped pattern is specific.

[0002]

[Description of the Prior Art] In what is called the 1st sort and the 3rd sort pachinko machine, if two or more (many are 3) patterns of a pattern display are changed by start opening winning a prize and start gate passage and a pattern gathers, the game of opening a big prize port is provided. Here, a pattern display is divided roughly and the type which displays a pattern using a liquid crystal display, and the type made to rotate mechanically the drum on which the pattern was drawn are used. Here, about a drum-type display, there are the patent No. 2865595, JP.2001-231948,A, etc., for example.

Drawing selection Drawing 6



[Translation done.]

[0003]

[Problem(s) to be Solved by the Invention]Here, in order that the thing of the above-mentioned drum structure may perform pattern doubling mechanically, it has an advantage which can give hit HAZURE in a game credibility compared with the thing using the above-mentioned liquid crystal display, and a deep-rooted fan is in it. That is, when the pattern was displayed with the liquid crystal, since the pattern stop of hit HAZURE was carried out abruptly and it was only displayed, it could not give reliability easily to the lottery result of hit HAZURE. If it is liquid crystal display on the other hand, the information about profits, etc. can be displayed not only a pattern but into various information, for example, great success, it is convenience and the interest of a game can be raised to a game person by performing various displays. For this reason, in a pachinko machine, liquid crystal display is becoming in use now.

[0004]this invention is made in order to solve the technical problem mentioned above, and it comes out. the purpose is to provide the game machine which can present the information about special profits to a game person, it being alike and using a drum.

[0005]There is a place made into the purpose of this invention in providing the game machine which can present the information about a game machine to a game person, using a drum for a pattern display.

[0006]

[The means for solving a technical problem and an effect of the invention] In order to solve the technical problem mentioned above the invention of claim 1, In the game machine which the pattern of a pattern display is changed based on a predetermined opportunity of operation, and provides a profitable game special in the case of the pattern in which a stopped pattern is specific. Said pattern display comprises a double reel which comprises an outside reel and the inner reel arranged at the reel inside outside this, Said outside reel equips a peripheral face with an opaque part and a transparent part, and the information about said special profits is displayed on this opaque part, When said pattern is displayed on a peripheral face and said inner reel fluctuates the pattern of said pattern display, When pattern fluctuation is performed by rotating said inner reel and making the pattern of the peripheral face of said inner reel penetrate via said transparent part of said outside reel and said special profits are provided, Said outside reel is rotated and it makes into a technical feature to show a game person the information about said special profits displayed on the opaque part of the outside reel concerned.

[0007]At claim 1, when fluctuating a pattern of a pattern display, pattern fluctuation is performed by rotating an inner

reel and making a pattern of a peripheral face of an inner reel penetrate via a transparent part of an outside reel. And when special profits are provided, an outside reel is rotated and information about special profits displayed on an opaque part of the outside reel concerned is shown to a game person. For this reason, since information about special profits can be provided to a game person, performing pattern fluctuation using a drum, interest of a game under offer of special profits can be raised.

[0008]In a game machine with which a pattern of a pattern display is changed based on a predetermined opportunity of operation, a stopped pattern hits, and an invention of claim 2 opens a big prize port in the case of a pattern, Said pattern display comprises a double reel which comprises an outside reel and an inner reel arranged at the reel inside outside this, Said outside reel equips a peripheral face with an opaque part and a transparent part, and information about said hit is displayed on this opaque part, When said pattern is displayed on a peripheral face and said inner reel fluctuates a pattern of said pattern display, When pattern fluctuation is performed by rotating said inner reel and making a pattern of a peripheral face of said inner reel penetrate via said transparent part of said outside reel and said big prize port is opened wide, Said outside reel is rotated and it makes into a technical feature to show a game person information about said hit displayed on an opaque part of the outside reel concerned.

[0009]In a game machine of claim 2, when fluctuating a pattern of a pattern display, rotating an inner reel and making a pattern of a peripheral face of an inner reel penetrate via a transparent part of an outside reel performs pattern fluctuation. And when a big prize port is opened wide, an outside reel is rotated and information about a hit displayed on an opaque part of the outside reel concerned is shown to a game person. For this reason, since information about a hit can be provided to a game person, performing pattern fluctuation using a drum, interest of a game under opening of a big prize port by hit can be raised.

[0010]In a game machine of claim 3, in order to rotate an outside reel according to opening frequency of a big prize port, opening frequency of a big prize port is made to know certainly, and interest of a game under opening of a big prize port by hit can be raised.

[0011]In a game machine of claim 4, in order to rotate an outside reel according to the winning-a-prize number to a big prize port, the winning-a-prize number to a big prize port is made to know, and interest of a game under opening of a big prize port by hit can be raised.

[0012]In a game machine of claim 5, in order to rotate an outside reel according to specific region passage, specific region passage is made to know, and interest of a game

under opening of a big prize port by hit can be raised.

[0013]In a game machine of claim 6, since an outside reel is rotated and generating of a hit is shown according to generating of a hit, interest of a game at the time of hit generating can be raised. It becomes possible to make generating know a hit certainly.

[0014]In a game machine of claim 7, since an outside reel is rotated and a game position is shown according to a game position, interest of a hit game can be raised. It becomes possible to make generating of game positions, such as a high probability state, know certainly.

[0015]In a game machine with which a pattern of a pattern display is changed based on a predetermined opportunity of operation, and an invention of claim 8 provides a profitable game special in the case of a pattern in which a stopped pattern is specific, Said pattern display comprises a double reel which comprises an outside reel and an inner reel arranged at the reel inside outside this, Said outside reel equips a peripheral face with an opaque part and a transparent part, and information which specifies a game machine as this opaque part is displayed, When said pattern is displayed on a peripheral face and said inner reel fluctuates a pattern of said pattern display, By rotating said inner reel and making a pattern of a peripheral face of said inner reel penetrate via said transparent part of said outside reel, perform pattern fluctuation and during standby, Said outside reel is rotated and it makes into a technical feature to show a game person information which specifies said game machine displayed on an opaque part of the outside reel concerned.

[0016]In a game machine of claim 8, when fluctuating a pattern of a pattern display, rotating an inner reel and making a pattern of a peripheral face of an inner reel penetrate via a transparent part of an outside reel performs pattern fluctuation. On the other hand, during waiting-for-customers standby, an outside reel is rotated and information which specifies a game machine displayed on an opaque part of the outside reel concerned is shown to a game person. For this reason, information which specifies a game machine can be provided to a game person, performing pattern fluctuation using a drum.

[0017]In a game machine with which a pattern of a pattern display is changed based on a predetermined opportunity of operation, and an invention of claim 9 provides a profitable game special in the case of a pattern in which a stopped pattern is specific, Said pattern display comprises a double reel which comprises an outside reel and an inner reel arranged at the reel inside outside this, When said outside reel equips a peripheral face with an information-display part and a notch part, said pattern is displayed on a peripheral face and said inner reel fluctuates a pattern of

said pattern display, When rotating said inner reel, performing pattern fluctuation by showing a pattern of a peripheral face of said inner reel via said notch part of said outside reel and not fluctuating a pattern of said pattern display, Said outside reel is rotated and it makes to show a game person an information-display part of a peripheral face of the outside reel concerned into a technical feature.

[0018]In a game machine of claim 9, when fluctuating a pattern of a pattern display, an inner reel is rotated and showing a pattern of a peripheral face of an inner reel via a notch part of an outside reel performs pattern fluctuation.

On the other hand, when not fluctuating a pattern of a pattern display, an outside reel is rotated and information displayed on the outside reel concerned is shown to a game person. For this reason, various information can be provided to a game person, performing pattern fluctuation using a drum. Since an invention of claim 9 has established a notch part, there is an advantage that a pattern of an inner reel is in sight easily from the game person side rather than establishing a transparent part.

[0019]

[Embodiment of the Invention]Hereafter, a 1st embodiment of the game machine of this invention is described with reference to figures.

[A 1st embodiment] The composition of the game board 13 of the pachinko machine concerning a 1st embodiment of this invention is first explained with reference to drawing 1.

The center case 30 is arranged in the approximately center of the game board 13. The special pattern display for indication 34 which displays a special pattern on the center case 30 with a rotating drum. It has special pattern memory LED35 which consists of four LED which displays the number of times which this special pattern display for indication 34 puts into operation, and common pattern memory LED33 which consist of four LED which displays the number of times which the pattern display 32 usually puts into operation.

[0020]Under the center case 30, the 1st type start opening 41 for operating the special pattern display for indication 34 is established, and the electric accessory 42 is usually formed in the lower part of this 1st type start opening 41. It has the function which was opened wide and to which the electric accessory 42 usually carries out the operation start of the special pattern display for indication 34 like the 1st type start opening 41.

[0021]Under the 1st type start opening 41, the big prize port 51 of the door form wide opened at the time of generating of a hit is attached so that opening and closing are possible, and the sleeve common prize ports 52 and 52 and the common prize ports 53 and 53 are formed in the both sides

of this big prize port 51, respectively. The specific region (not shown) is formed in the inside of the big prize port 51. The left-hand side common pattern display 32 which usually consists of three LED under the prize port 53 is arranged.

[0022]In order to usually operate the pattern display 32, the pattern operating gates 40 and 40 are usually established in the right-and-left side of the center case 30. The electric accessory 42 is usually constituted so that it may be opened wide, when the stopped pattern of the pattern display 32 usually turns into a predetermined hit pattern. The out mouth 65 which collects the game balls which did not win a prize as an out ball under the game board 13 is formed.

[0023]Usually the pattern display 32 or when a game ball usually passes through the pattern operating gate 40 during the operation of the electric accessory 42, If even four of the beginning become start memory, a storage number is usually displayed to be also at the lighting number of pattern memory LED33 and change of a pattern is usually attained, change will be started based on the start memory.

[0024]As for the special pattern display for indication 34 which comprises three drums, a game ball carries out fluctuation displaying of ten kinds of patterns of 0-9 to three places, the left viewing area (left drum) 34a, the inside viewing area (inside drum) 34b, and the right viewing area (right drum) 34c, the 1st type start opening 41 or when [at which it opened wide] a prize of the electric accessory 42 is usually won.

[0025]And after a fluctuation start, if predetermined change fixed time passes, change (rotation) is suspended in order of the left viewing area 34a, the right viewing area 34c, and the inside viewing area 34b, by gathering in 1, 1, and 1, as a pattern shows during coincidence, for example, a figure, it will be becoming it a great success, and the big prize port 51 will be opened wide.

[0026]When it is a big hit situation while the special pattern display for indication 34 operates or, even in four of the beginning, a game ball serves as start memory, the 1st type start opening 41 or when [which was opened wide] a prize of the electric accessory 42 is usually won, and a storage number is displayed by special pattern memory LED35. And if change of a special pattern is attained, while change will be started based on the start memory, one special pattern memory LED35 is switched off.

[0027]The perspective view of the inner right reel 76 which constitutes the right drum 34c of the special pattern display for indication 34, and the outside right reel 66 is shown in [drawing 2](#), and a sectional view is shown in [drawing 3](#).

Outside the Sotosuke reel 62 of the left drum 34a, and the inside drum 34b, outside the inside reel 64 and the right drum, the right reel 66 is revolved to a hoop direction, it is

shown in drawing 4, and a display with the special pattern display for indication 34 is shown in drawing 5.

[0028]As shown in drawing 2, the pattern of 0-9 is drawn on the peripheral face of the inner right reel 76 which constitutes the right drum 34c. Here, the inner left reel 72 (refer to drawing 5 (A)) which constitutes the left drum 34a, and the reel 74 (refer to drawing 5 (A)) in inner which constitutes the inside drum 34b as well as the inner right reel 76 are constituted, and the pattern of 0-9 is drawn on the peripheral face. The peripheral face of the outside right reel 66 consists of the area pellucida 66A which is a transparent part, and the indicator 66B which is the opaque parts in which the display was provided. As shown in the development view in drawing 4, the round number (1R-15R) which is the opening frequency of a big prize port is drawn on the indicator 66B of the outside right reel 66. The numbers 0-10 for the area pellucida 62A and the indicator 62B to be formed, and for the Sotosuke reel 62, direct the winning-a-prize number to a big prize port to the indicator 62B similarly, on the other hand, are drawn. The character of "V" with which the reel 64 in outside also expresses the specific region passage in the transparent frame 64C which the area pellucida 64A and the indicator 64B are formed [transparent frame] similarly, and makes the indicator 64B penetrate the pattern of the character of "great success" and the reel in inner, and a big prize port, and the character of "probability changing" which shows the shift to high probabilities are drawn. To the transparent frame 64C and "V" character up side, in the arrow to left-hand side (left drum), The character of the "count" which means the winning-a-prize number to a big prize port is displayed, and the character of the "round" which shows the opening frequency of a big prize port in the arrow to right-hand side (right drum) is drawn on the transparent frame 64C and "V" character bottom.

[0029]As shown in drawing 3, it is fixed to the axis 82 of the motor 84 fixed to the support plate 86, and the inner right reel 76 rotates by the motor 82. Similarly, it is fixed to the axis 92 of the motor 94 fixed to the support plate 96, and the outside right reel 66 rotates by the motor 94. The encoder is built in the motors 84 and 94 and rotation is controlled by the control device which is not illustrated. Although only the inner right reel 76 which constitutes the right drum 34c, and the outside right reel 66 are shown in drawing 3, the inside drum 34b and the left drum 34a are constituted similarly.

[0030]Next, with reference to drawing 1, a display with the outline and the special pattern display for indication 34 of a game by a pachinko machine [like] is explained the 1st operative condition.

[0031][The game usually according to a pattern display] Here, it explains first in usually following on passage of the game ball to the pattern operating gates 40 and 40. If a game ball usually passes through the pattern operating gates 40 and 40, the upper diode of the pattern display 32, an inside diode, and a lower diode will usually light up one by one (fluctuation displaying).

[0032]Usually here Under the fluctuation displaying of the pattern display 32, Or during opening of the electric accessory 42, further, if a game ball usually passes through the pattern operating gates 40 and 40, LED of pattern memory LED33 will usually light up one by one, and the memory number will usually be displayed by [to which change of the pattern display 32 is usually started] erasing a capital degree. Even if the game ball mentioned above usually passes through the pattern operating gates 40 and 40, it is to four of the beginning that it is memorized and the value beyond it is not held. In the state where this winning a prize is memorized, change is usually again started after the variation stopping in the pattern display 32.

[0033]After the fluctuation start of the pattern display 32, after [which is change fixed time] making it change for 28 seconds, when a display pattern is in agreement with the stopped pattern selected with the random number, change is usually stopped. Here, if it is in the state turned on at least one of the upper diode or the lower diode, it will become a hit and the electric accessory 42 will usually be wide opened for 0.5 second.

[0034][The game by a special pattern display for indication] Then, the game by the special pattern display for indication 34 is explained. If a game ball wins a prize of the 1st type start opening 41 or the common electric accessory 42, the special pattern display for indication 34 will start change of the pattern of 0-9 by each viewing areas 34a, 34b, and 34c, respectively. And if the time set up beforehand passes, the pattern of a stop, next the right viewing area 34c will be stopped for the pattern of the left viewing area 34a, and, finally the pattern of the inside viewing area 34b will be stopped. Here, it becomes HAZURE when the patterns of the left viewing area 34a, the inside viewing area 34b, and the right viewing area 34c differ. On the other hand, as shown in drawing 1, when a pattern is the same, it is becoming it a great success. Here, when it gathers in 111 and the odd number pattern (specific big hit pattern) of 333,555,777,999, it shifts to high probabilities after the end of great success, and the next great success comes to occur for a short time. On the other hand, when it gathers in the even number pattern of 222,444,666,888, and the pattern (usually big hit pattern) of 000, it does not shift to high probabilities.

[0035]If great success occurs, the big prize port 51 is opened for about 29.5 seconds, and the state where a game ball wins a prize very easily is provided. And even if it is in progress of these 29.5 seconds or a released time, when nine game balls win a prize, the big prize port 51 is closed. When a winning ball passes through a specific region (not shown) during opening of this big prize port 51, the big prize port 51 is opened wide again. The opening frequency of this big prize port 51 is a maximum of 16 times.

[0036]And when said 16 highest opening is repeated when a game machine does not pass through a specific region during opening of the big prize port 51 or, opening of a big prize port is ended. According to a 1st embodiment, if the big prize port 51 has some winning a prize, unless it will be set up so that either of the game balls which won a prize may pass through a specific region and discharge of a game ball will stop during opening of a big prize port, it is set up so that opening of a big prize port may be repeated to 16 times of a maximum almost certainly.

[0037]Here, further, while the special pattern display for indication 34 is performing fluctuation displaying of the pattern of 0-9, if a game ball wins a prize of the 1st type start opening 41 or the common electric accessory 42, this winning-a-prize number will be memorized and it will be displayed one by one in special pattern memory LED35. Even if the game ball mentioned above wins a prize of the 1st type start opening 41, it is to four of the beginning that it is memorized and the value beyond it is not held. In the state where this winning a prize is memorized, change is again started after the variation stopping in the special pattern display for indication 34.

[0038]Here, the pattern display in the special pattern display for indication 34 at the time of pattern fluctuation and great success generating is explained with reference to the flow chart of drawing 6 in which the explanatory view of drawing 5 and the control action of the special pattern display for indication 34 are shown. When great success has not occurred, the control device which is not illustrated (S12: No), The area pellucida 62A of the Sotosuke reel 62 mentioned above with reference to drawing 4, the area pellucida 64A of the reel 64 in outside, The pattern of 0-9 which were drawn on the peripheral face of the inside inner left reel 72, the reel 74 in inner, and the inner right reel 76 in locating the area pellucida 66A of the outside right reel 66 in the front face of the special pattern display for indication 34 is made to penetrate. By and the thing for which (S15: Yes), the inner left reel 72, the reel 74 in inner, and the inner right reel 76 are rotated when fluctuating the special pattern display for indication 34. As shown in drawing 5 (A), pattern fluctuation of the left viewing area 34a of the special

pattern display for indication 34, the inside viewing area 34b, and the right viewing area 34c is performed (S14). [0039] And a pattern drives the reel 64 in outside, if great successes occur together (S12:Yes), as shown in drawing 5 (B), it locates in the front face of the special pattern display for indication 34 the character of "great success" drawn on the indicator 64B (S16), and it notifies of great success having occurred to the game person.

[0040] And if predetermined time (for example, 10 seconds) passes (S18:Yes), as shown in drawing 5 (C), the outside right reel 66 will be rotated and the character of "1R" which shows the number of times of opening and closing of a big prize port will be displayed (S20). The reel 64 in outside is rotated, the transparent frame 64C is located on the big hit pattern (for example, 7) of the reel 74 in inner, and it can be made to enable it to check a big hit pattern (S22). And the Sotosuke reel 62 is rotated, and the character of "0" which directs the winning-a-prize number to a big prize port is located so that the position of the count of the arrow of the reel 64 in outside may be suited (S24).

[0041] Next, it judges whether the game ball passed through the specific region in a big prize port (S26), and it shifts to S30 until it passes (S26:No). On the other hand, when there is specific region passage, as it is shown in (S26:Yes) and drawing 5 (D), the reel 64 in outside is rotated and the character of "V" which shows specific region passage is located in the center of the special pattern display for indication 34 (S28). And the existence of winning a prize to a big prize port is judged (S30), when there is winning a prize, (S30:Yes) and the Sotosuke reel 62 are rotated, and the winning-a-prize number of the position corresponding to the arrow (count) of the reel 64 in outside is made to add (S32). And it returns to processing of S26 until it judges whether one round was completed (S34) and one round is completed (S34:No).

[0042] Even if it is in about 29.5-second opening of the big prize port 51 and progress of these 29.5 seconds, or a released time, when nine game balls win a prize, the big prize port 51 is closed and one round is completed. An end of one round will judge whether great success was completed (S36). (S34:Yes) Until specific region passage is during opening of a big prize port and 16 rounds are completed here, Since great success is not completed (S36:No), as it shifts to S38 and is shown in drawing 5 (E),

Rotate the outside right reel 66 and the round number of the position corresponding to the arrow (round) of the reel in outside is added (S38). It returns to S22, and the reel 64 in outside is returned to the position before specific region passage (refer to drawing 5 (C)), and the position of the Sotosuke reel 62 is returned, the winning-a-prize number is

set to 0 (S24), and the above-mentioned processing is repeated.

[0043]After repeating the processing mentioned above and completing the opening motion of the big prize port by great success (S36:Yes), the area pellucida 62A and 66A of the Sotosuke reel 62 and the outside right reel 66 is located in a front face, and the pattern of the inside inner left reel 72 and the inner right reel 76 is made to penetrate first (S40). And a hit pattern judges whether it is a probability-changing figure which shifts to high probabilities (S42). Here, in the case of the thing of the 222nd grade usually depended on a big hit pattern (S42:No), great success shifts to S48. On the other hand, when great success is based on the specific big hit pattern of the 777th grade, as it is shown in (S42:Yes) and drawing 5 (F), the reel 64 in outside is rotated, the character of "probability changing" is located in a front face, and it notifies of the following game being performed by a high probability state (S44). And if predetermined time (for example, 5 seconds) passes (S46:Yes), will rotate the reel 64 in outside, will locate the area pellucida 64A in a front face (refer to drawing 5 (A)), the pattern of the inside reel 74 in inner will be made to penetrate (S48), and processing will be ended.

[0044]In the pachinko machine of a 1st embodiment, when fluctuating the pattern of the special pattern display for indication 34, rotating the inner reels 72, 74, and 76 and making the pattern of the peripheral face of the inner reels 72, 74, and 76 penetrate via the area pellucida 62A, 64A, and 66A of the outside reels 62, 64, and 66 performs pattern fluctuation. And when a big prize port is opened wide, the outside reels 62, 64, and 66 are rotated and the information about the hit displayed on the indicators 62B, 64B, and 66B of the outside reel concerned is shown to a game person. For this reason, performing pattern fluctuation using a drum, the information about a hit can be provided to a game person, and the interest of the game under opening of the big prize port by hit can be raised.

[0045][A 2nd embodiment] The pachinko machine concerning a 2nd embodiment of this invention is explained successingly. According to a 1st embodiment, the information about great success was provided using the reel outside the double drum. On the other hand, in a 2nd embodiment, the information which specifies the model of pachinko machine in the waiting state to which the visitor does not take the side of a pachinko machine is shown.

[0046]Drawing 7 is an explanatory view of the game area of the pachinko machine of a 2nd embodiment, and drawing 8 is an explanatory view developing and showing the reels 62, 64, and 66 outside the pachinko machine of a 2nd embodiment. As shown in drawing 8, the machine kind

information 62b which consists of a picture of a "marine" character and the lower half of the body of a dolphin is formed in the indicator 62B of the Sotosuke reel 62. the machine kind information 64b which similarly becomes the indicator 64B of the reel 64 in outside from the picture of the character of "****", and the upper half of the body of a dolphin -- the indicator 66B of the outside right reel 66 -- -- the machine kind information 66b which obtains and consists of a character of "!" and a picture of a flower is established. Such machine kind information is displayed on the special pattern display for indication 34 during standby, as shown in drawing 7.

[0047]Drawing 9 is a flow chart which shows the control action of the special pattern display for indication 34 of a 2nd embodiment. It is judged whether the control device which is not illustrated is waiting with the touch sensor of the shooting handle which is not illustrated (S2). Here, during standby, the state where the machine kind information 62c, 64c, and 66c of (S2:Yes) and the outside reels 62, 64, and 66 was located in the front face is maintained, and as shown in drawing 7, the model "it relaxes to the sea" is shown. And if a game person operates a shooting handle, a touch sensor detects this (S2:No), the outside reels 62, 64, and 66 are rotated, and the area pellucida 62A, 64A, and 66A is located in a front face (S4). Since subsequent processings are the same as that of a 1st embodiment mentioned above with reference to drawing 6, explanation is omitted.

[0048]In the pachinko machine of a 2nd embodiment, when fluctuating the pattern of the special pattern display for indication 34, rotating the inner reels 72, 74, and 76 and making the pattern of the peripheral face of the inner reels 72, 74, and 76 penetrate via the area pellucida 62A, 64A, and 66A of the outside reels 62, 64, and 66 performs pattern fluctuation. On the other hand, during waiting-for-customers standby, the outside reels 62, 64, and 66 are rotated and the information 62b, 64b, and 64c which specifies the game machine displayed on the indicators 62B, 64B, and 66B of the outside reel concerned is shown to a game person. For this reason, the information which specifies a game machine can be provided to a game person, performing pattern fluctuation using a drum.

[0049][A 3rd embodiment] A 3rd embodiment of this invention is described succeedingly. Drawing 10 is a perspective view showing the outside right reel 66 which constitutes the right drum of the pachinko machine concerning a 3rd embodiment, and the inner right reel 76. In a 1st and 2nd embodiment mentioned above, the area pellucida was provided in the outside reel. On the other hand, the notch 66D is formed in the outside right reel 66,

and via the notch 66D, it comprises a 3rd embodiment so that the pattern of the inner right reel 76 may be in sight from the outside. Since other composition is the same as that of a 1st and 2nd embodiment mentioned above, explanation is omitted. According to a 3rd embodiment, there is an advantage that the pattern of an inner reel is in sight easily from the game person side.

[Translation done.]